007

EVE OF EXTINCTION

™

TEEN
T
CONTENT RATED BY ESRB

EIDOS INTERACTIVE

WARNING:

READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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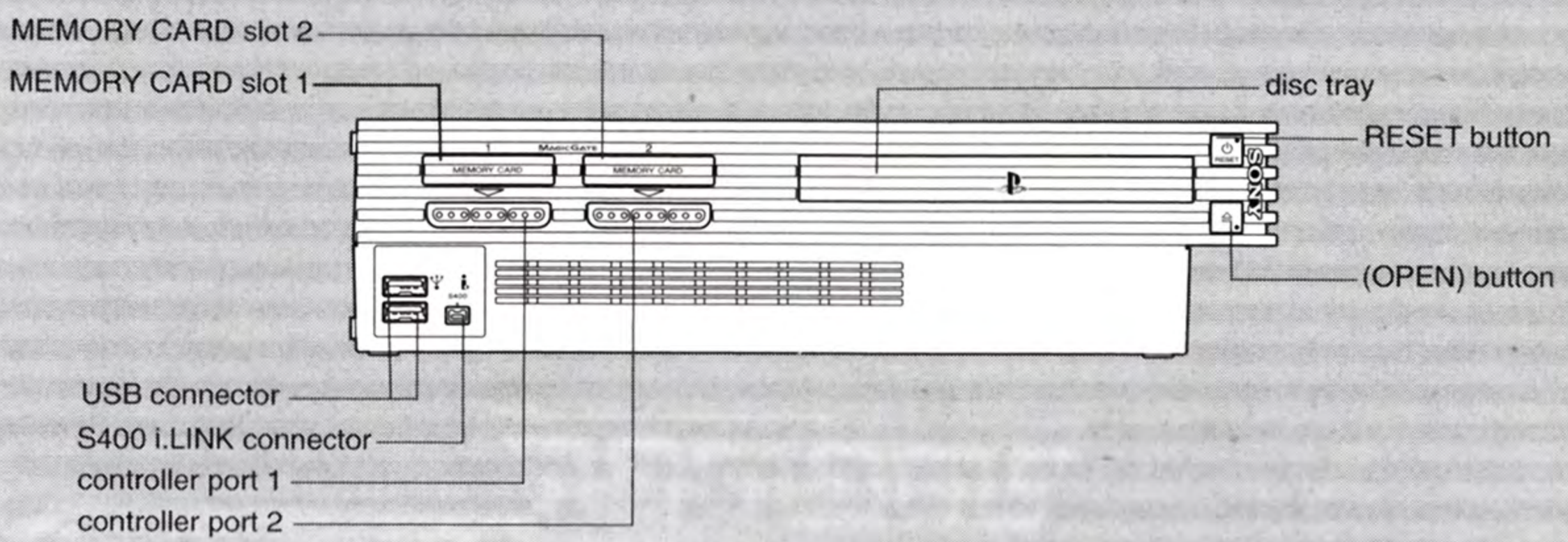
Feel like one of Wisdom's experiments?

Call the EIDOS Interactive Hint Line
U.S.: 1-900-77EIDOS (773-4367)
Canada: 1-900-64EIDOS (643-4367)

Cost of call: $0.99-$1.49/minute
Must be 18 years of age or have parent's permission
Touch-tone phone required

GETTING STARTED



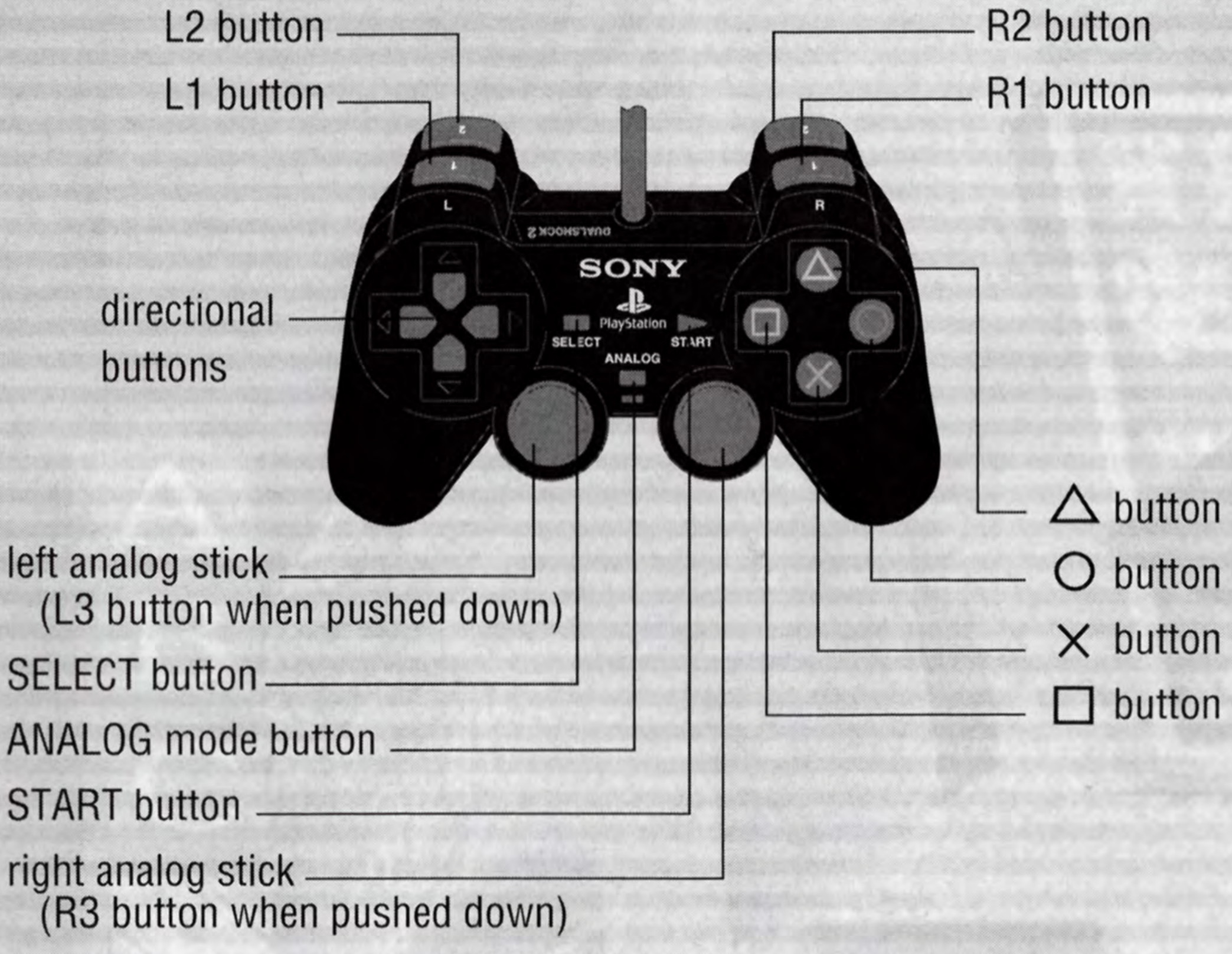
Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.

When the power indicator lights up, press the open button and the disc tray will open. Place the **EOE: EVE OF EXTINCTION™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



EOE: EVE OF EXTINCTION is best played with the DUALSHOCK®2 analog controller. The controller should be connected to controller port 1. With this analog controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in analog mode.

When Vibration is ON, the controller will vibrate in response to game events. You can adjust Vibration ON/OFF from the OPTIONS MENU.

To reset the game and return to the TITLE SCREEN during a game, press the SELECT button to display the PAUSE MENU and then select QUIT GAME.

CONTROLLERS/ACCESSORIES

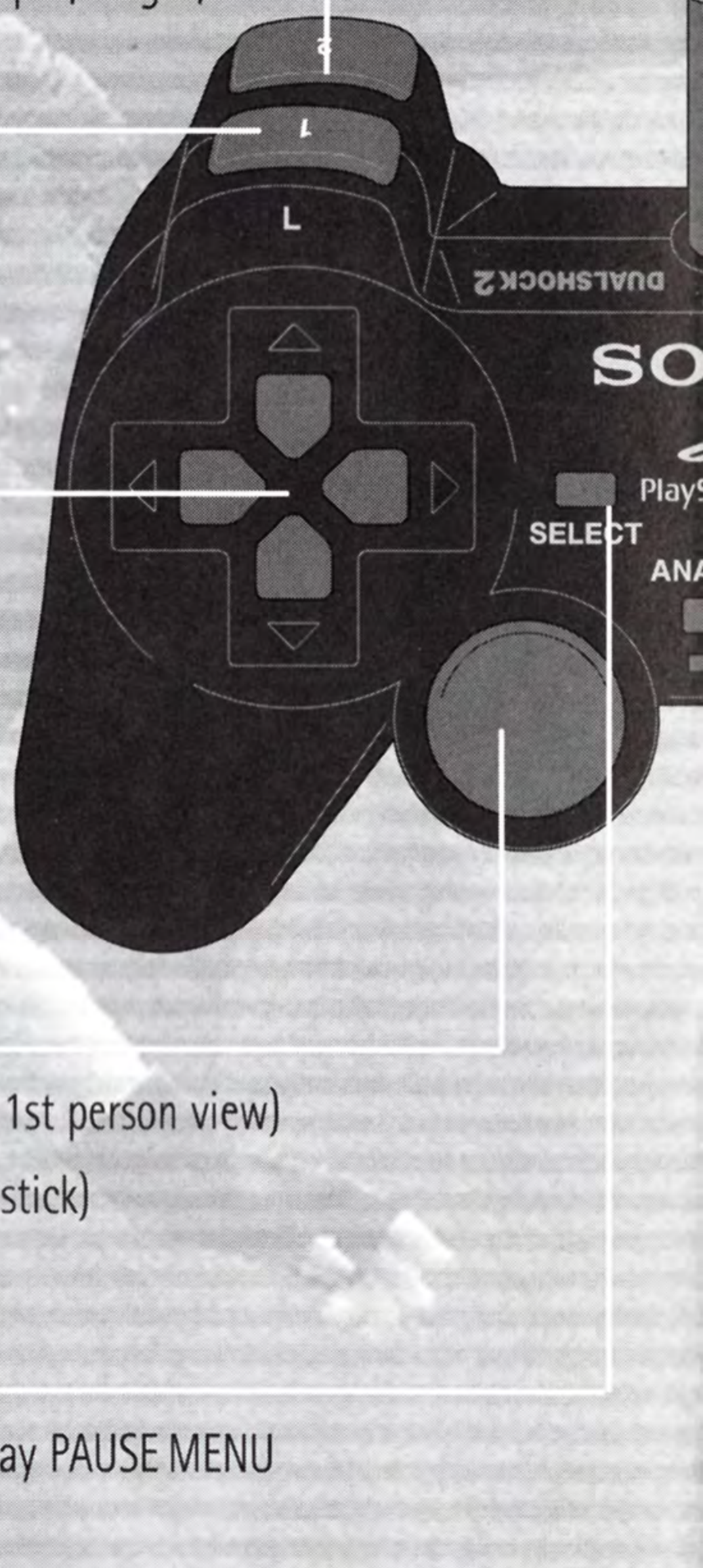
Before starting play, make sure you have a DUALSHOCK 2 analog controller inserted into controller port 1. Do not insert or remove controllers or accessories when the power is turned on.

DEFAULT CONTROLS

L2 button
- guard/target lock
- release grip when hanging on pipes, ledges, etc.

L1 button
- change to next weapon or weapon combo counterclockwise

directional buttons
- walk ⬆/⬇
- rotate ⬅/➡



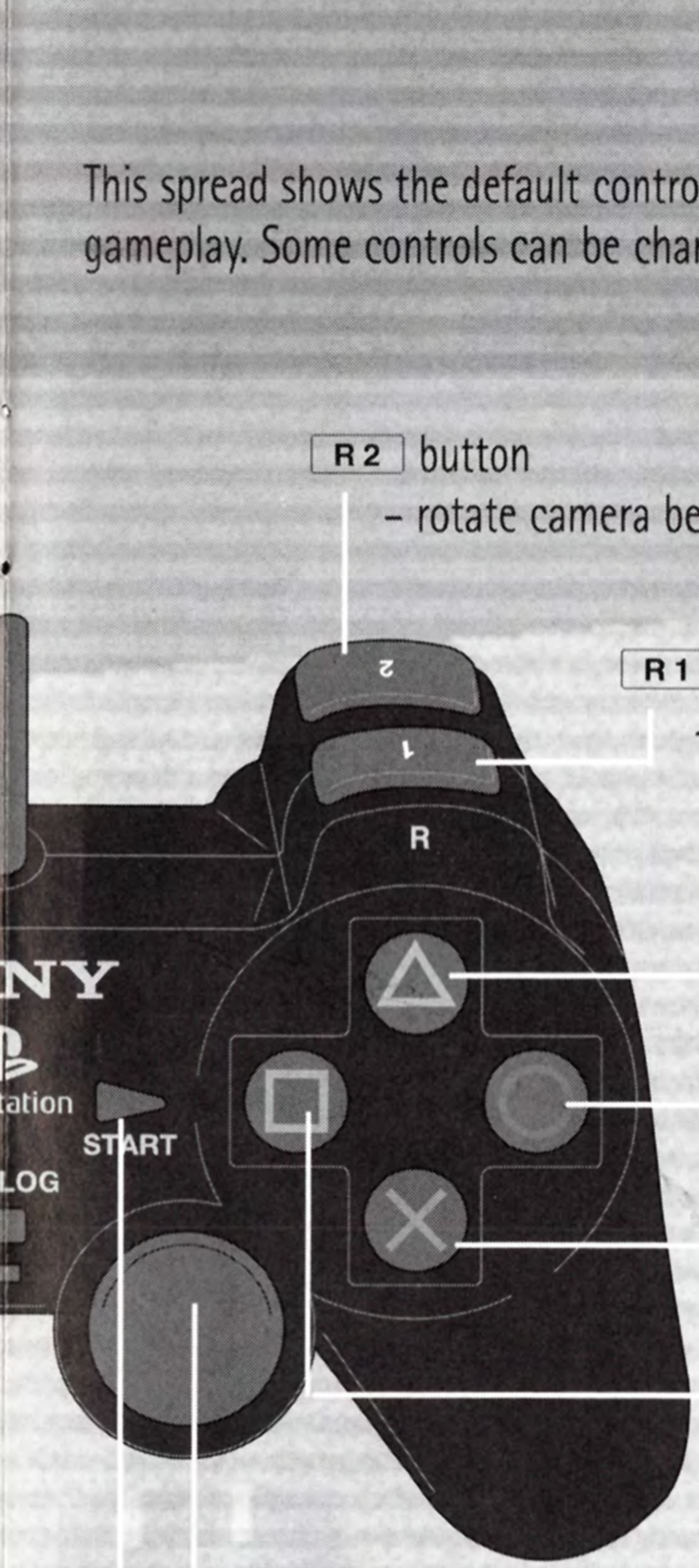
left analog stick
- move character (and camera in 1st person view)

L3 button (push down left analog stick)
- change to 1st person view

SELECT button
- pause game/display PAUSE MENU

START button
- display MAIN MENU
- skip movies (except for Button Timer Sequences)

This spread shows the default controls used during **EOE: EVE OF EXTINCTION** gameplay. Some controls can be changed from the OPTIONS MENU . See page 13.



R2 button
– rotate camera behind player

R1 button
– change to next weapon or weapon combo clockwise

△ button
– Legacy actions

○ button
– attack

✕ button
– attack

□ button
– jump/recover

right analog stick
– trace Legacy Drive signatures for execution

R3 button (push down right analog stick)
– activate Legacy Drive; push down again to cancel

MENU CONTROLS

directional buttons	– select menu item
✕ button / ○ button	– confirm menu selection
△ button / □ button	– cancel menu selection/return to previous screen

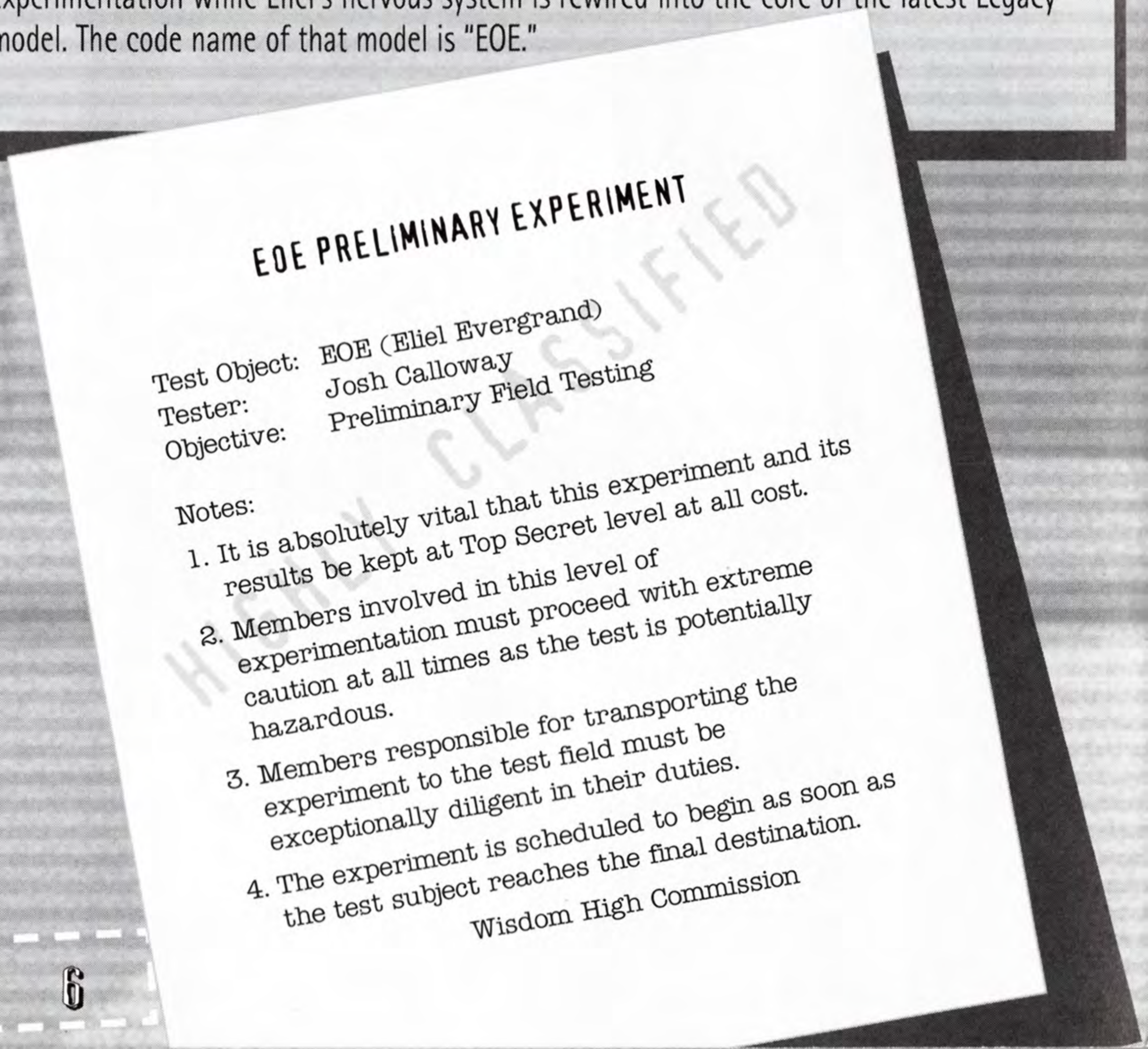
THE LEGACY OF WISDOM

United States, early 21st century ...

The nation is wealthy and its people boast a high standard of living. In the midst of this prosperity stands Wisdom, rising titan in the field of bio-genetics. But the true reason for Wisdom's rise is not in bio-genetics at all. Rather, it's in the development of a unique new weapon ... "Legacy."

A fusion of ancient metal and the human nervous system, a masterpiece of destructive power, Legacy has become an essential component in underground military deals. Monopolizing this vast source of income and power, Wisdom begins to harbor a new ambition ... world-wide military control.

Wisdom employee Josh Calloway and his girlfriend, Eliel Evergrand, uncover the plot and try to escape the corporation's clutches. They fail. Held captive, Josh is subjected to experimentation while Eliel's nervous system is rewired into the core of the latest Legacy model. The code name of that model is "EOE."



EOE PRELIMINARY EXPERIMENT

Test Object: EOE (Eliel Evergrand)
Tester: Josh Calloway
Objective: Preliminary Field Testing

Notes:

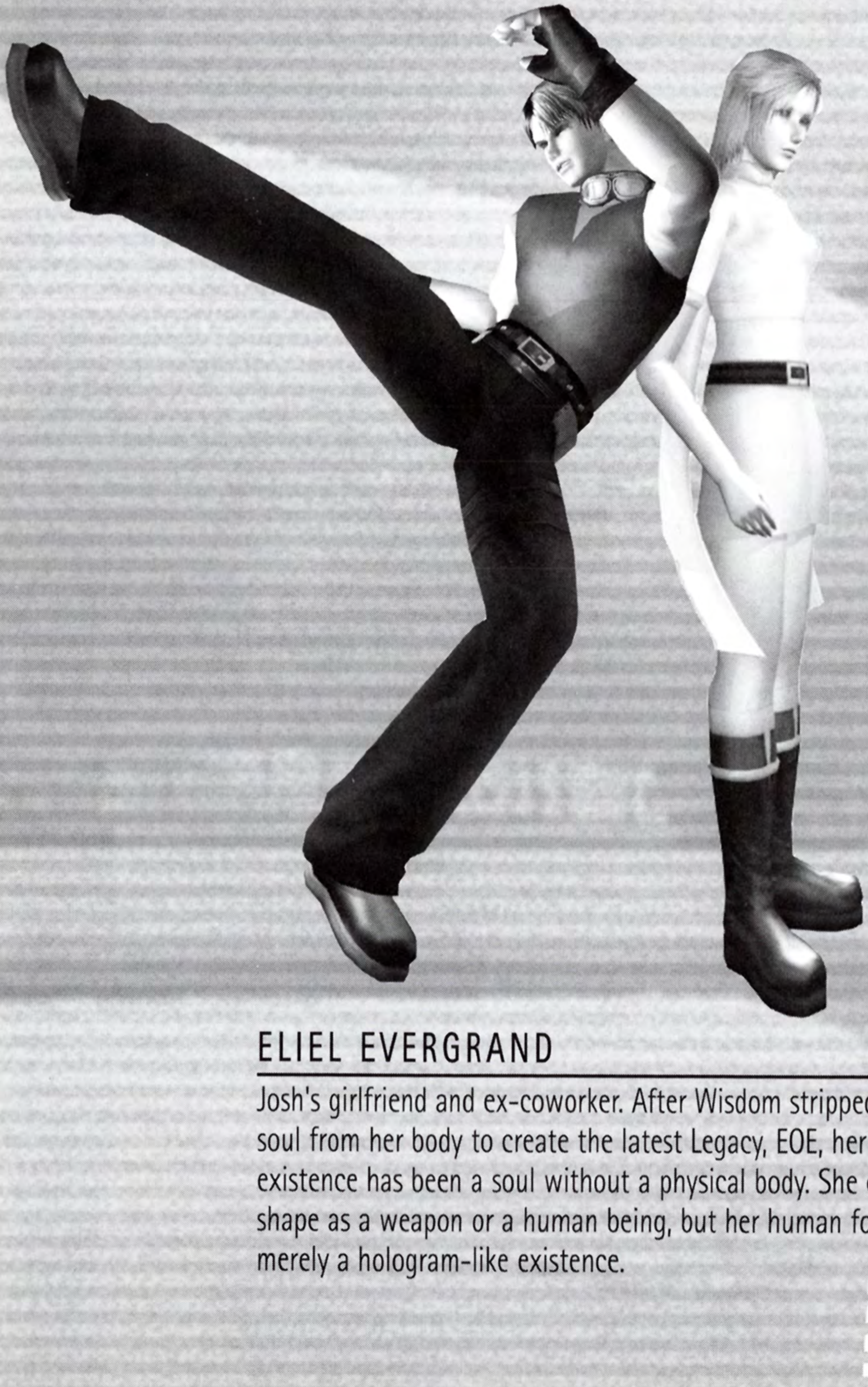
1. It is absolutely vital that this experiment and its results be kept at Top Secret level at all cost.
2. Members involved in this level of experimentation must proceed with extreme caution at all times as the test is potentially hazardous.
3. Members responsible for transporting the experiment to the test field must be exceptionally diligent in their duties.
4. The experiment is scheduled to begin as soon as the test subject reaches the final destination.

Wisdom High Commission

WISDOM AGENTS

JOSH CALLOWAY

He may be a typical youth psychologically, but he has exceptional reflexes and physical strength.



ELIEL EVERGRAND

Josh's girlfriend and ex-coworker. After Wisdom stripped her soul from her body to create the latest Legacy, EOE, her existence has been a soul without a physical body. She can take shape as a weapon or a human being, but her human form is merely a hologram-like existence.

STARTING THE GAME

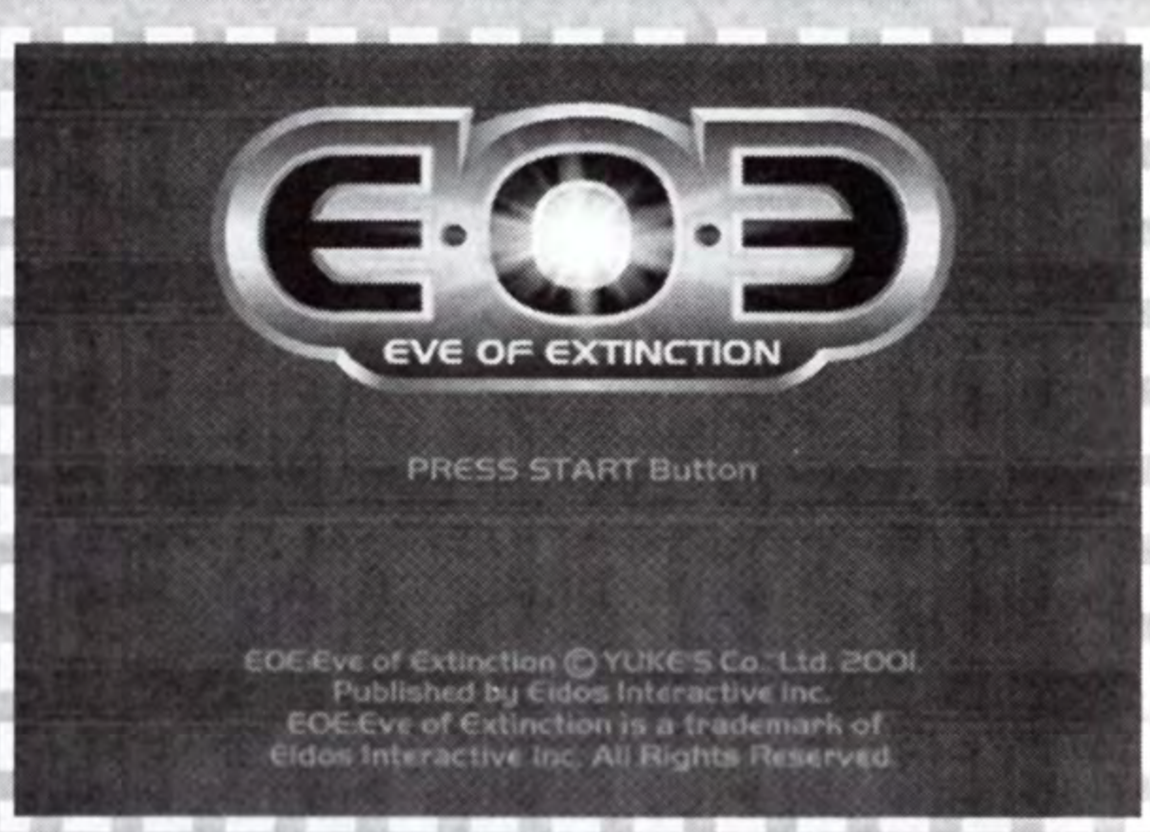
TITLE SCREEN

Press the START button at the TITLE SCREEN to display the MAIN MENU. Use the directional buttons to navigate through the menu and press the ✕ or ○ button to accept your selection.

NEW GAME – Start game from the beginning.

LOAD GAME – Load previously saved game data. (LOAD GAME will not appear if no saved game data exists in the memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.)

OPTIONS – Set game settings for the game. (The game settings can also be changed within the game from the MENU SCREEN.)


EVE OF EXTINCTION
PRESS START Button
EOE:Eve of Extinction © YUKE'S Co., Ltd. 2001
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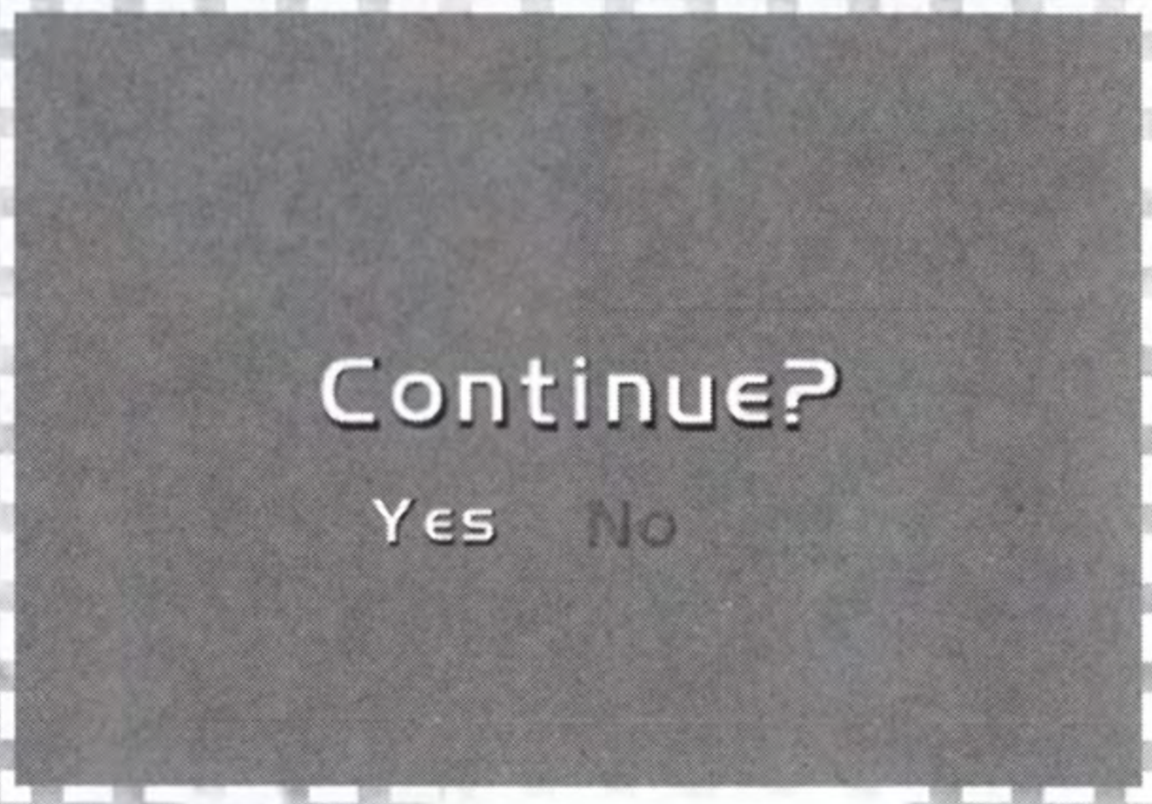
Eidos Interactive Inc. All Rights Reserved.

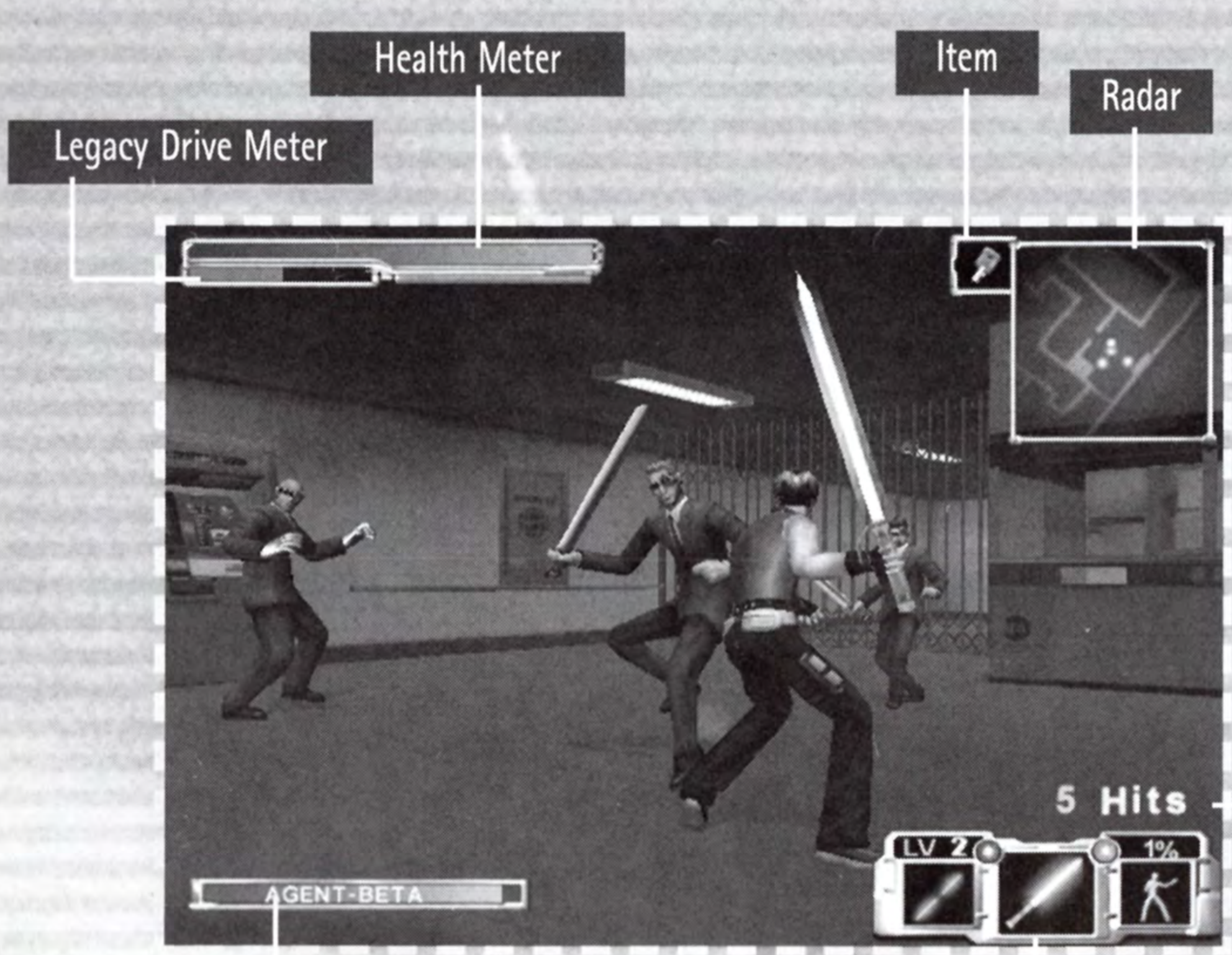
GAME OVER AND CONTINUES

The CONTINUE SCREEN is displayed when Josh's health meter reaches zero. From the CONTINUE SCREEN, select YES to continue the game at the stage you left off. Select NO if you do not want to continue the game. This will take you to the GAME OVER SCREEN and then back to the TITLE SCREEN. If you do not make your selection on the CONTINUE SCREEN for some time, it will take you to the GAME OVER SCREEN.



Note: There is no limit to the number of times you can continue.

GAME SCREEN



LEGACY DRIVE METER – Displays the amount of Legacy Drive energy remaining. The Legacy Drive energy will decrease a certain amount as you execute Legacy Drives. When this becomes too low, you will not be able to execute any Legacy Drives.

HEALTH METER – Josh's health meter. The game ends when the health meter reaches zero.

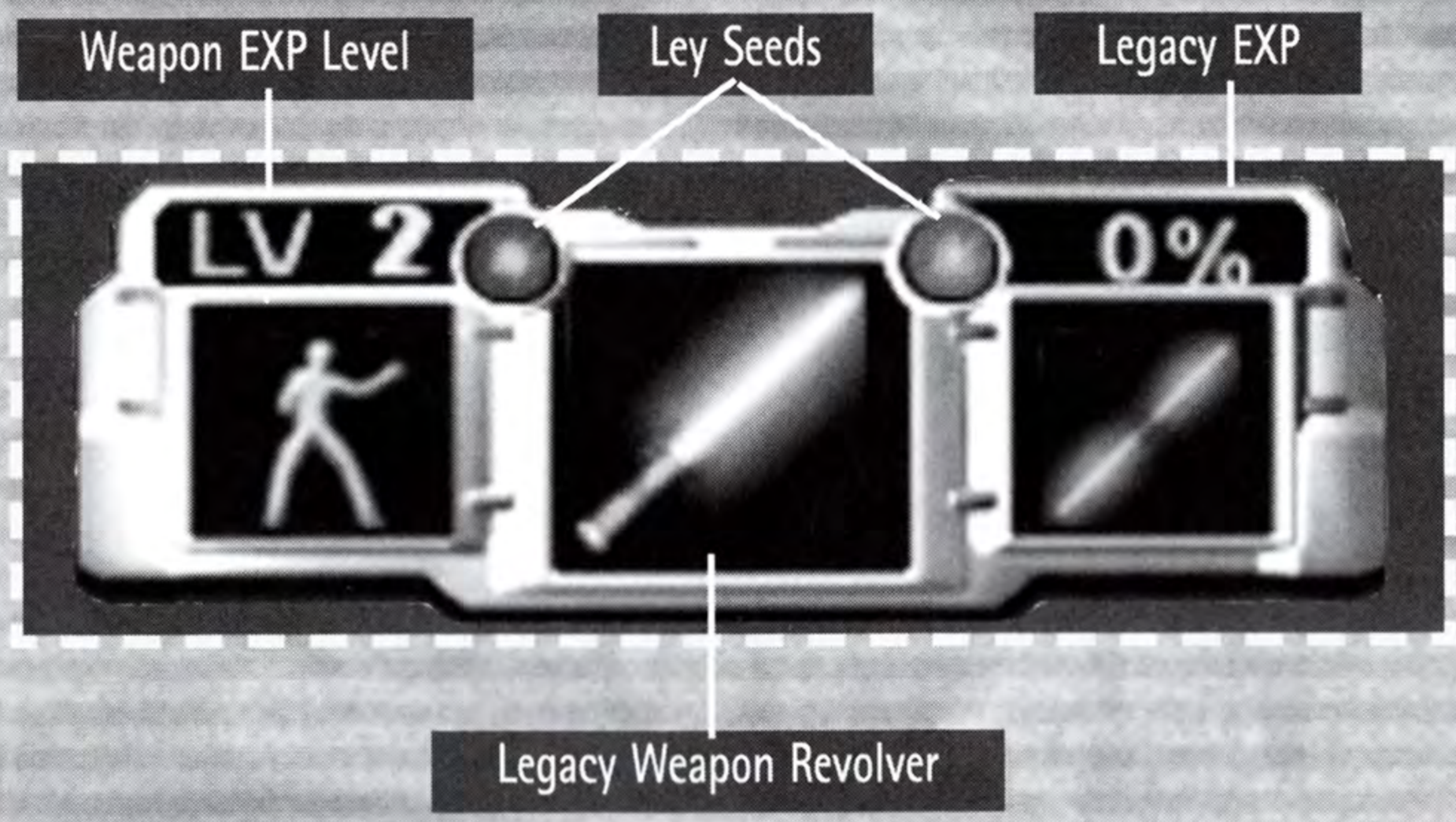
ITEM – Display items picked up during the game. Once the items are used, they disappear from the screen. Note: PDA modules will not be displayed.

RADAR – Displays the map and relevant information of the vicinity.

- *BLUE* – Josh (Player)
- *RED* – Enemy Characters
- *PURPLE* – Boss Characters
- *LIGHT BLUE* – Ley Line
- *WHITE* – Items
- *RED STAR* – Location of important objects and places, such as Ley Seeds, doors, etc.

ENEMY HEALTH METER – Displays the enemy's health meter and enemy's name. When you're fighting boss characters, a portrait of the enemy is displayed on the left side of this meter.

HITS – Number of hits inflicted on enemies. At times this indicator will show the MAX(imum) number of hits inflicted.



LEGACY WEAPON REVOLVER – Displays the equipped Legacy Weapon in the center with other relevant information. To equip other weapons you have, use the L1 and R1 buttons to revolve the selection of weapons. The order of weapons in the revolver can be changed via the PDA MENU.

WEAPON EXP LEVEL – Displays the level of the currently equipped weapon (displayed in the center).

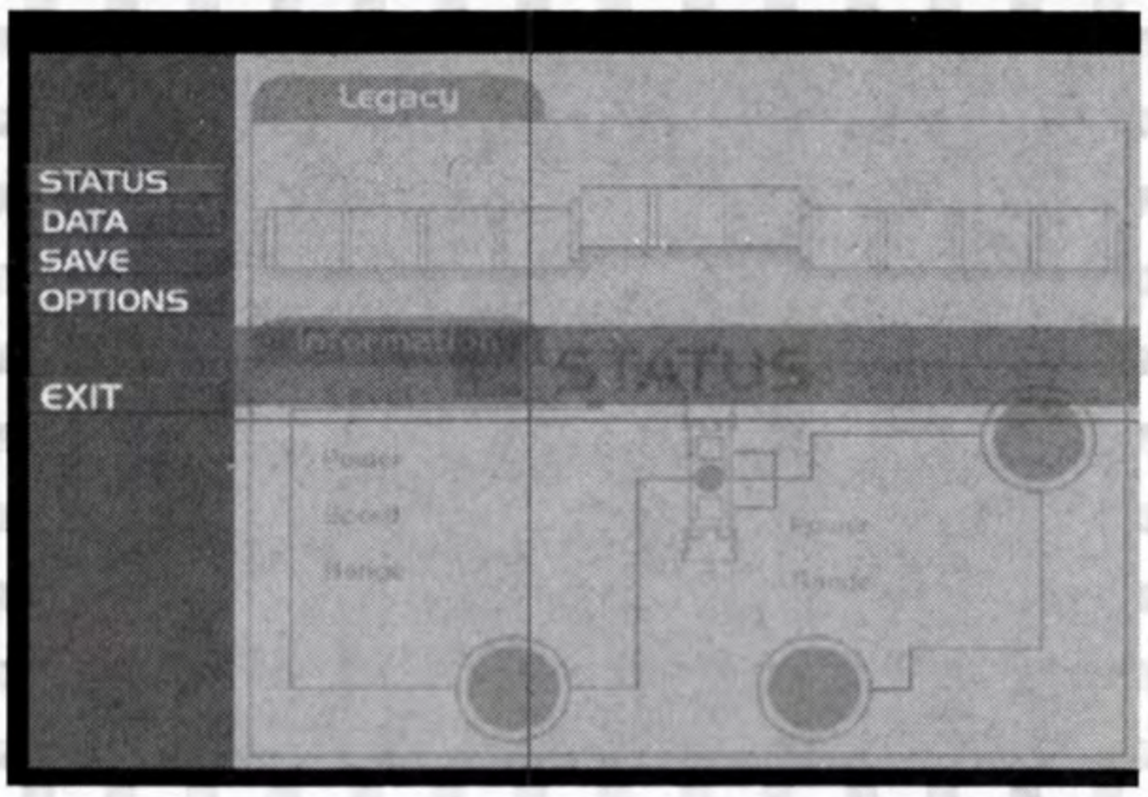
LEY SEEDS – Confirm the Ley Seeds you have for each weapon. Ley Seeds currently in your possession are displayed here. You will only be able to use an equipped weapon's Legacy Drive when both red and blue Ley Seeds are obtained for the weapon.

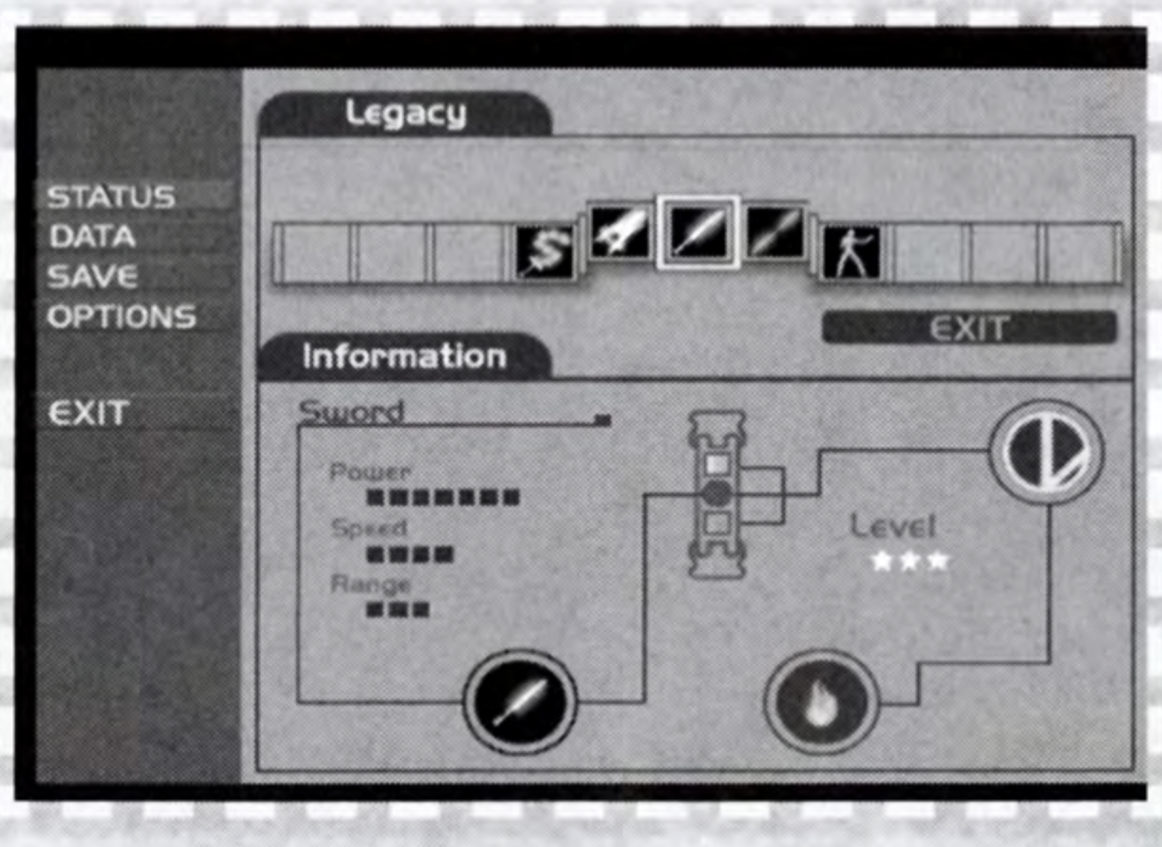
LEGACY EXP – Experience point percentage for each weapon. When this reaches 100%, the level of the weapon increases by one. The experience point percentage for each weapon increases when you successfully attack enemies and the HIT number goes up.

OXYGEN METER – Displayed to the left of the Legacy Weapon Revolver when Josh is underwater. When Josh is submerged, the oxygen meter starts to decrease. When it reaches zero, the health meter starts to decrease. You can replenish the oxygen meter by going up for air.

PDA MENU

Press the START button while playing the game to access the PDA MENU. Press the directional buttons ▲ or ▼ to make your selection. Press the ✕ or ○ button to accept your selection. Press the □ or △ button to cancel a selection and return to the game screen.





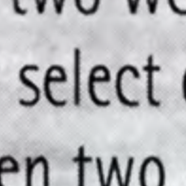
STATUS

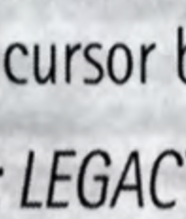
Review the weapons currently in your possession and confirm the information on the weapons.

LEGACY: LEGACY WEAPON REVOLVER – Change the order in which weapons cycle in the Legacy Weapon Revolver. There are two ways to change the weapon order. You can select two weapons and swap their places, or select one weapon and insert it between two other weapons by placing the cursor between them.

INFORMATION: LEGACY PROPERTIES – View the properties of the Legacy weapon selected, including:

- Level of Legacy
- Power of Legacy
- Agility or speed when using Legacy
- Attack range of Legacy


Display Legacy selected

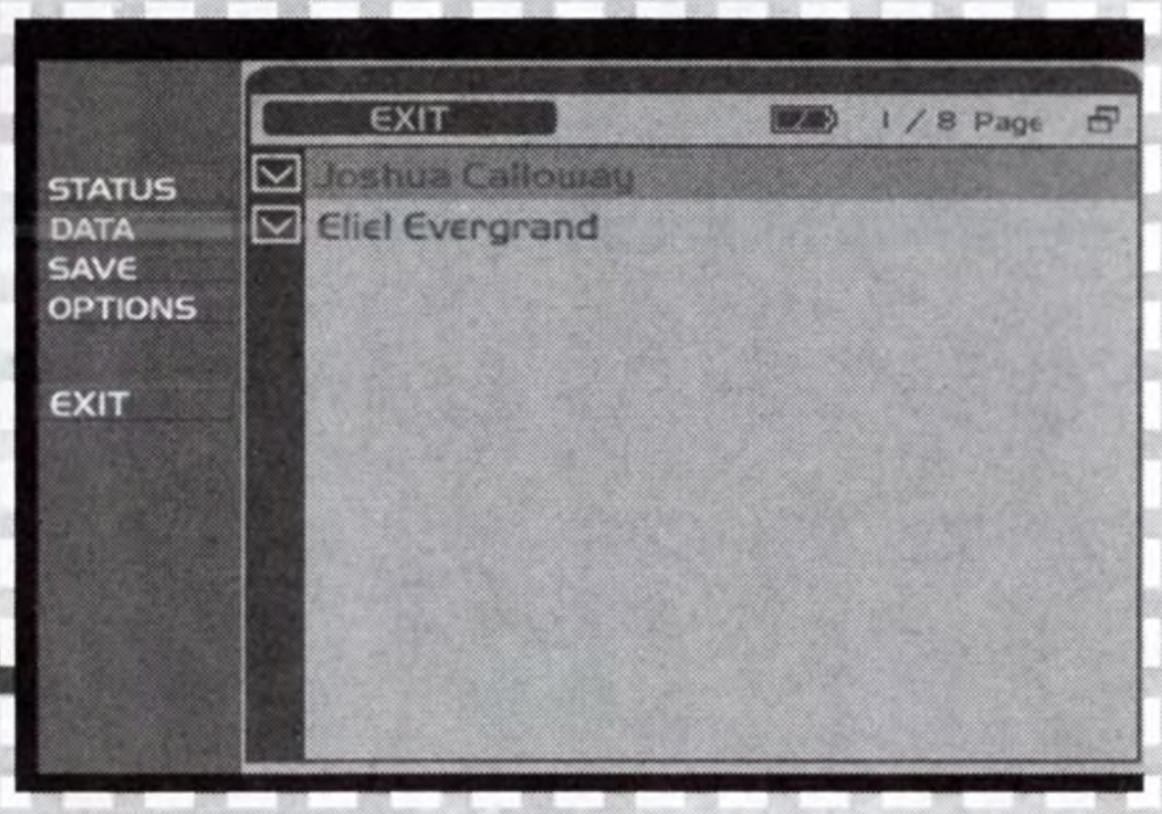

Display Legacy Drive signature

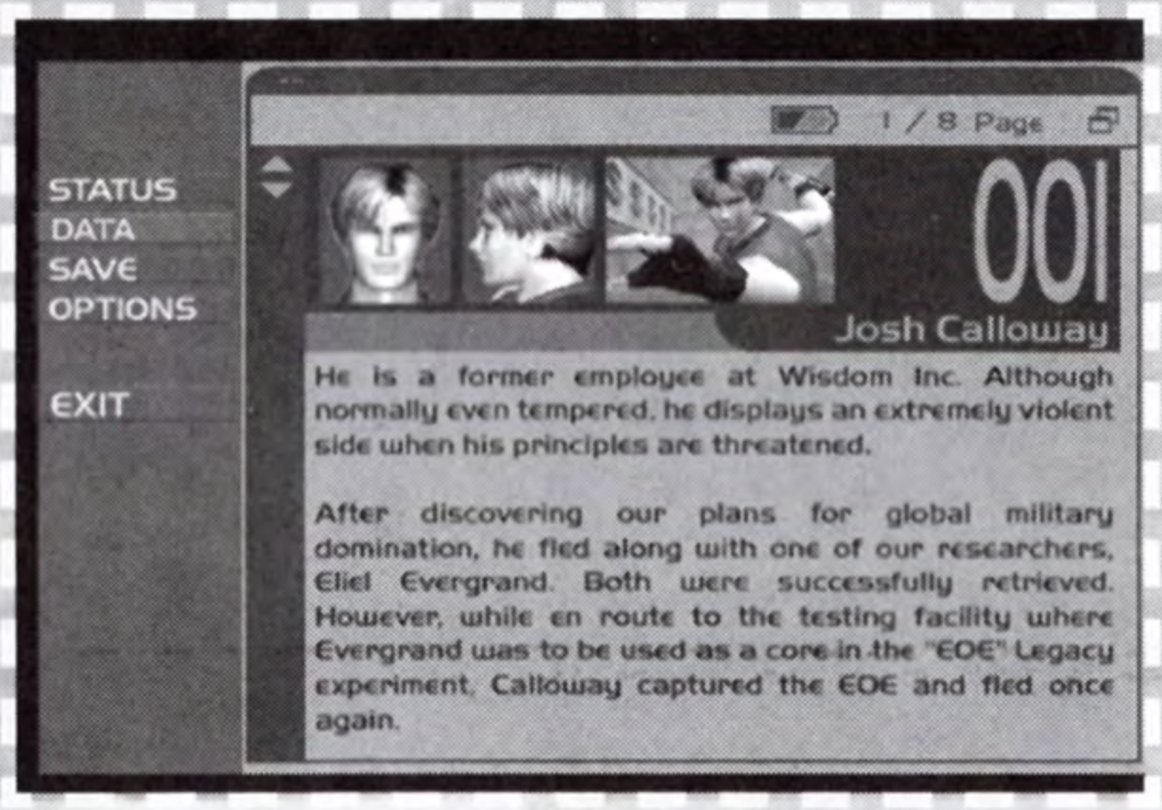
Display Legacy attribute

ABOUT THE LEVEL OF LEGACY – The Legacy weapon's level increases as you accumulate experience points by attacking enemies. As the Legacy weapon level increases, the number of attack combos and Legacy Drive power increase as well.

DATA

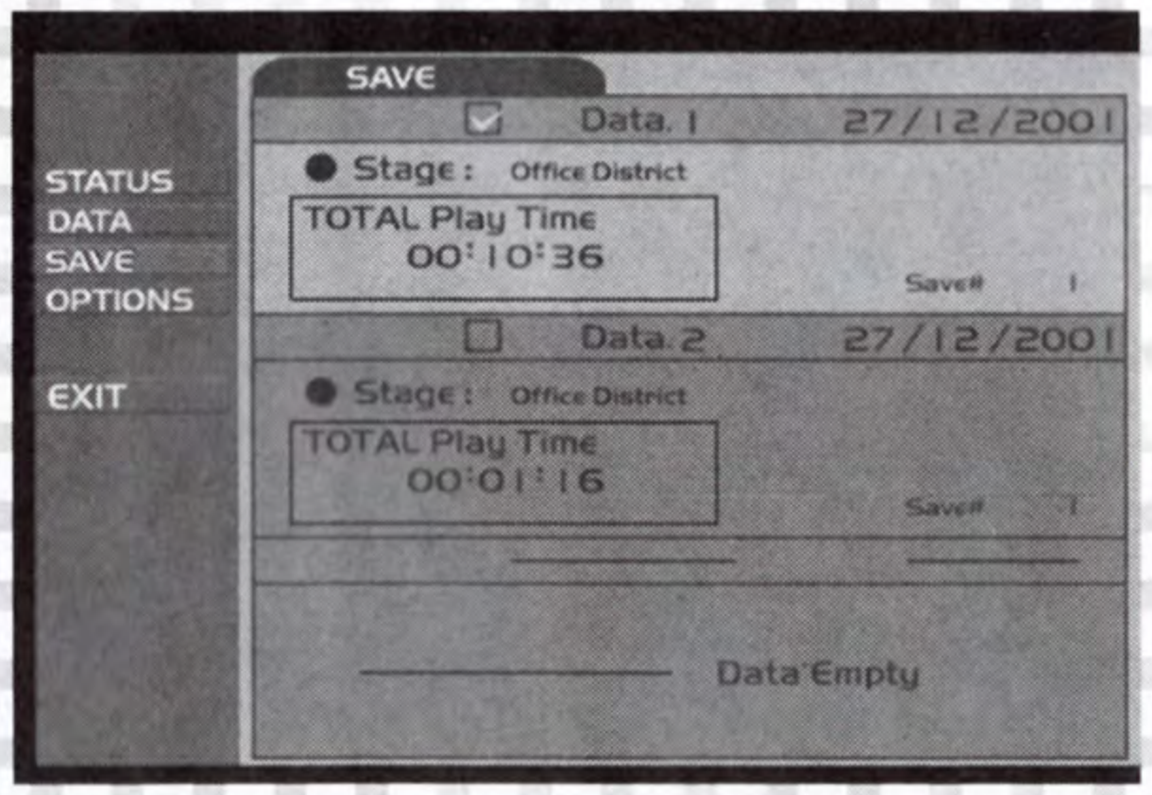
Confirm the contents of the PDA modules you pick up during the game. When the contents are displayed, you can scroll up and down the screen by pressing the directional buttons ↑ and ↓.




1 / 8 Page
STATUS
DATA
SAVE
OPTIONS
EXIT
001
Josh Calloway
He is a former employee at Wisdom Inc. Although normally even tempered, he displays an extremely violent side when his principles are threatened.
After discovering our plans for global military domination, he fled along with one of our researchers, Eliel Evergrand. Both were successfully retrieved. However, while en route to the testing facility where Evergrand was to be used as a core in the "EOE" Legacy experiment, Calloway captured the EOE and fled once again.

SAVE

Save a game in progress. You can save almost anywhere in the game. However when resuming a saved game, you will be placed at the beginning of the map you last played or at the last Ley Line point.



- To save game data, insert a memory card (8MB) (for PlayStation 2) into MEMORY CARD slot 1. Note: Game data cannot be saved when the memory card is inserted into MEMORY CARD slot 2.
- This game requires a minimum of 84KB of available memory to save game data. If less than 84KB of free space is available, erase older data before saving.
- A maximum of three game data files can be saved onto a single memory card.
- While the game data is being saved or loaded, do not turn off or reset the console or pull out the memory card. Doing this may cause data corruption to the saved game.
- You can load saved game data from the same card, or from any memory card containing previously saved **EOE: EVE OF EXTINCTION** games.

OPTIONS MENU

Use the OPTIONS MENU to change game options. The setting changes you make in this screen will be saved when you save the game data. Press the directional buttons ⬆ or ⬇ to make your selection; press ⬅ or ➡ to change the setting.

SOUND – Select STEREO or MONO game sound.

BGM VOL – Adjust the volume of background music.

SE VOL – Adjust the volume of sound effects.

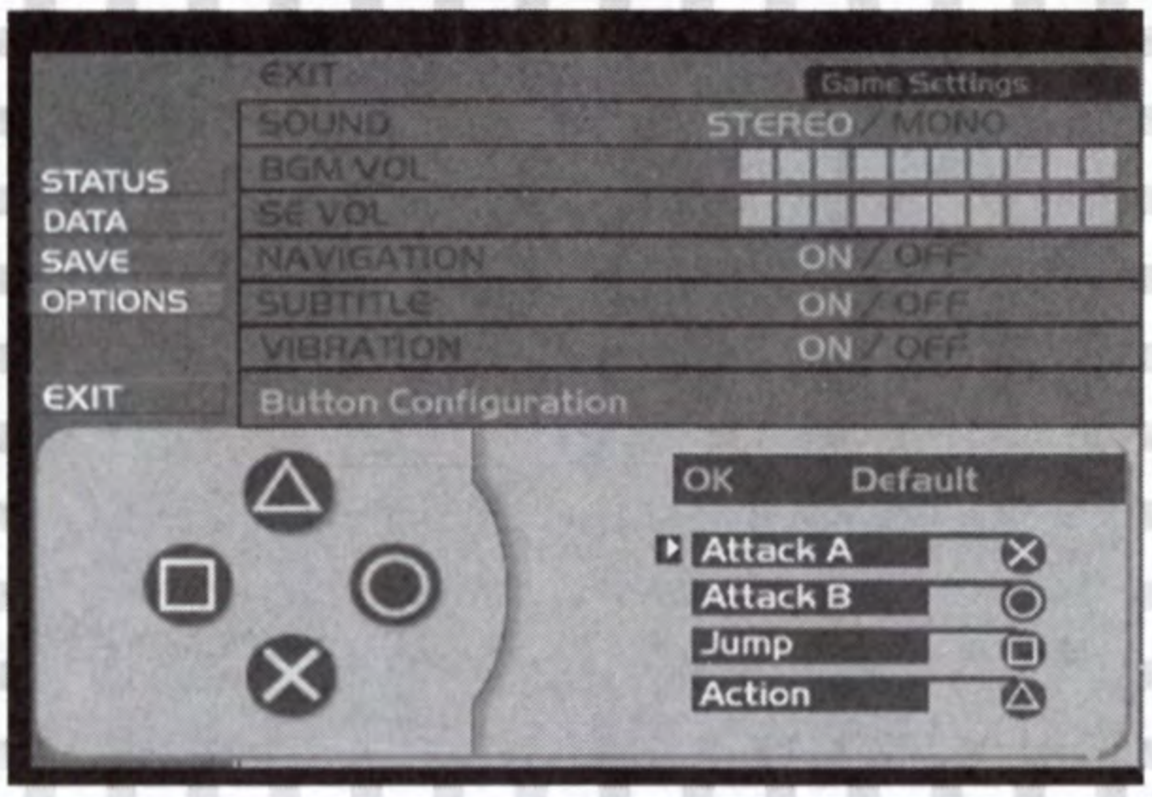
NAVIGATION – Turn the Legacy navigation messages ON or OFF.

SUBTITLE – Turn subtitles ON or OFF.

VIBRATION – Turn controller vibration ON or OFF.

DIFFICULTY – Set the game difficulty from EASY, NORMAL, HARD, or VERY HARD. The default setting is NORMAL. DIFFICULTY settings can only be set when the OPTIONS MENU is accessed from the MAIN MENU.

CONTROLLER CONFIGURATION – Press the ✕ or ○ button to access the CONTROLLER CONFIGURATIONS MENU. Use the menu to change the button assignments of the ✕, □, ○ and △ buttons. CONTROLLER CONFIGURATION can only be set when the OPTIONS MENU is accessed from within the game.



EXIT – Return to the game screen. (You can also press the □ or △ button to return to the game screen.)

PAUSE MENU

Press the SELECT button during gameplay to pause the game and display the PAUSE MENU on the PAUSE SCREEN. Press the directional buttons ⬆ or ⬇ to navigate through the menu. Press the ✕ or ○ button to accept your selection. Press the SELECT button again or press the □ or △ button to return to the game from the PAUSE SCREEN.

MAP – Enlarge the radar map displayed in the upper right corner of the game screen. To return to the PAUSE MENU, press the ✕, □, ○ or △ button.

RADAR ON/OFF – Toggle the radar ON or OFF by pressing the ✕ or ○ button.

NAVI LOG – View logged Legacy navigation messages that have been displayed in the game. The Navi Log saves the last eight Legacy navigation messages. To view the last message, press the directional button ⬆. The log is cleared every time you start a stage.

QUIT GAME – End the game and return to the TITLE SCREEN.

MOBILITY CONTROLS

RUN/WALK

Move the left analog stick all the way in the direction you want to run. Move the stick lightly to walk.

JUMP

Press the ■ button to jump straight up. Move the left analog stick while pressing the ■ button to jump in the direction you chose. You can also make adjustments to your jump in midair by using the left analog stick.

LEGACY ACTIONS

Press the △ button to execute different actions specific to each Legacy.

1ST PERSON VIEW

Push down the L3 button once to toggle the view from 3rd person to 1st person. Use the left analog stick to look in different directions. Push down the L3 button again to return to 3rd person view. Note: Josh is not able to move while in 1st person view.

BARE-HANDED ACTIONS

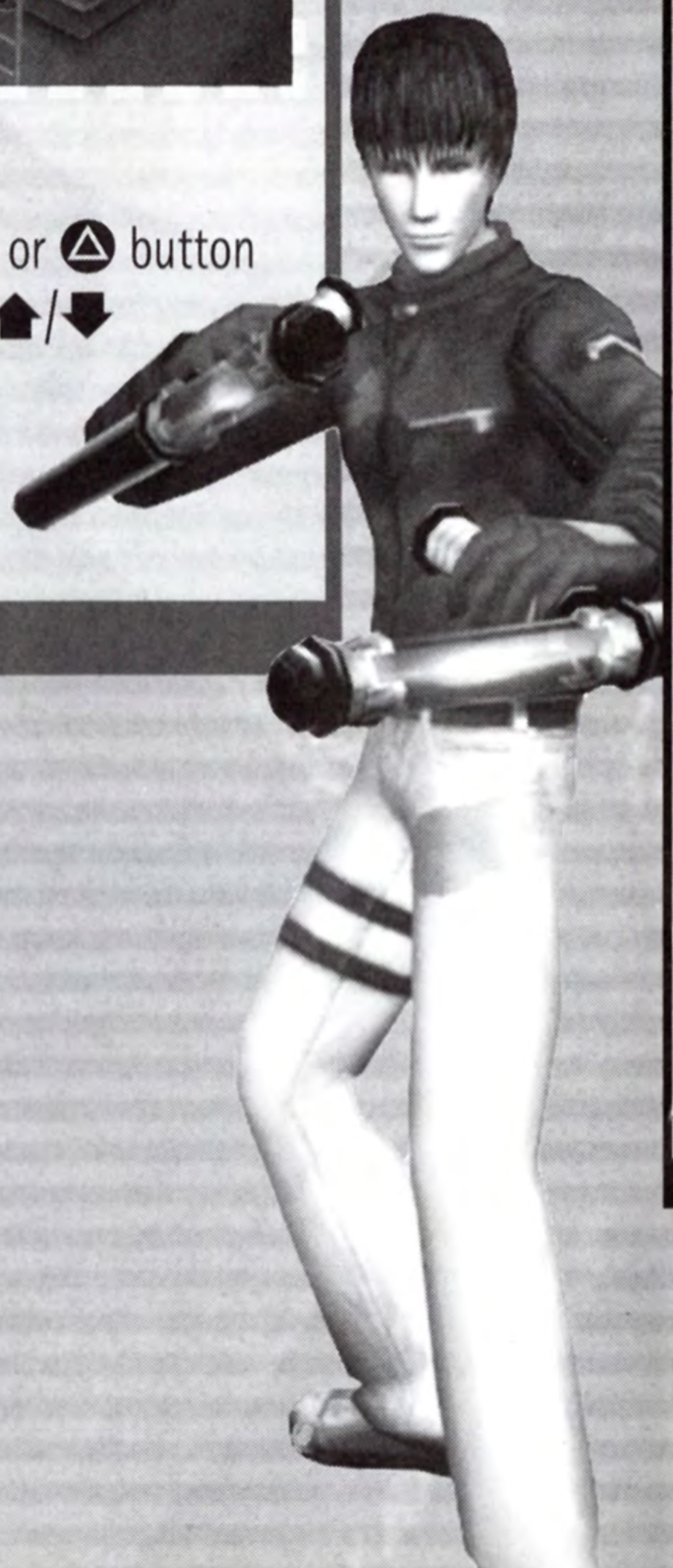
Josh can perform the following actions when bare-handed:

GRAB ONTO A BUILDING LEDGE, WALL, ETC.:

1. Grab a ledge	jump toward the ledge
2. Move left/right on the ledge	left analog stick ⬅/➡
3. Somersault backward	✕ or ○ button
4. Pull yourself up	□ or △ button
5. Release hold to fall directly below	L2 button

CLIMB UP OR DOWN LADDERS:

1. Grab ladder	jump onto ladder or △ button
2. Move up/down on ladder	left analog stick ⬆/⬇
3. Somersault backward off ladder	✕ or ○ button
4. Release hold to fall directly below	L2 button



CLIMB UP OR DOWN ON POLES:

1. Grab pole — jump onto pole or △ button
2. Move up/down on pole — left analog stick ↑/↓
3. Rotate left/right with pole as axis — left analog stick ←/→
4. Somersault backward off pole — ✕ or ○ button
5. Release hold to fall directly below — L2 button

PUSH BUTTONS OR SWITCHES:

1. Push button or switch — △ button

Note: You can also attack a button with a weapon to activate it.

SWIM:

1. Move forward — ■ button
2. Change direction — left analog stick
3. Grab shore — △ button

Note: Jumping into water with a weapon equipped will automatically unequip the weapon.

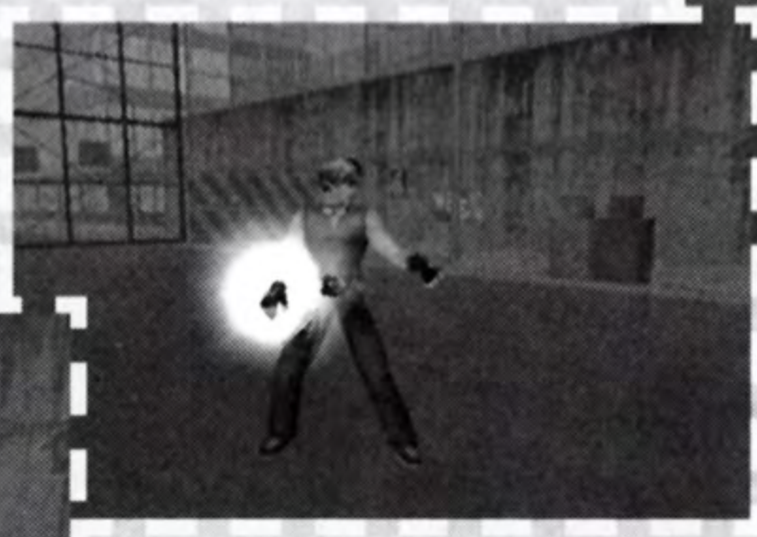
COMBAT CONTROLS

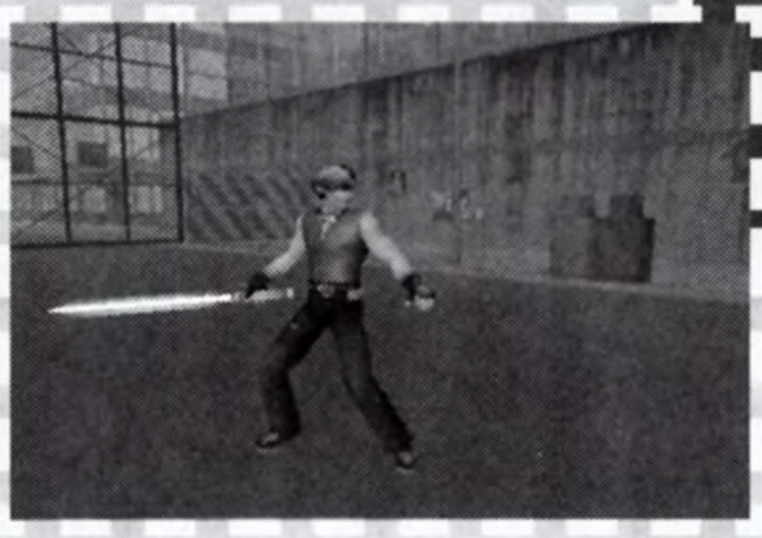
TARGET LOCK

When you hold down the L2 button, you lock onto the closest single enemy.

WEAPON CHANGE

Press the L1 or R1 button to change weapons. You can also change the weapon during combos to maximize damage.





ATTACK

Press the ⊗ or ◯ button to execute attacks. Press either button repeatedly to execute various combo attacks.

JUMP ATTACK

Execute a jump attack by pressing the ⊗ or ◯ button while jumping. Press either button again when landing to execute a jump-landing attack. Note: Jump attacks and jump-landing attacks depend on the weapon equipped.

GUARD

You can reduce the damage inflicted by enemy attacks by pressing the L2 button. However, you will still be susceptible to enemy attacks from behind.

RECOVERY

When you are being knocked back or knocked down by an enemy, press the ■ button to recover.

RUN (CHANGE DIRECTION)

Push the left analog stick all the way in a direction to run. Also, use the left analog stick to adjust your attack direction during combo attacks. Note: You can sidestep forward, backward and sideways by using the left analog stick while holding down the L2 button to guard.

LEGACY DRIVE (SPECIAL ATTACK)

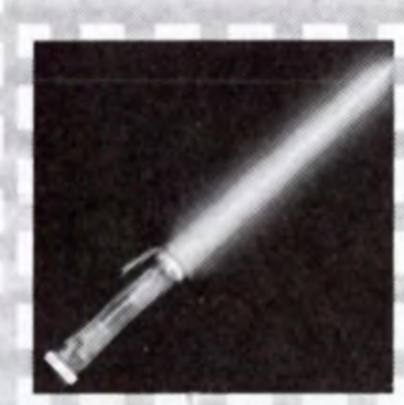
Push down the R3 button once to display the Legacy Drive signature. Then trace the signature with the right analog stick to execute the Legacy Drive of the weapon equipped. Push down the R3 button again while the Legacy Drive signature is displayed to cancel its execution. (Also see page 21.)

LEGACY

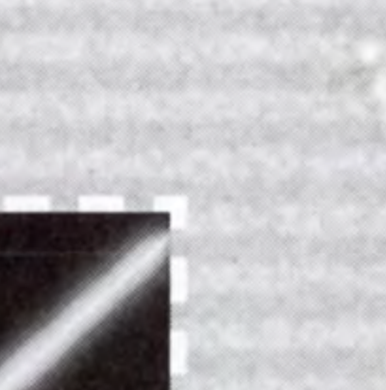
WEAPON CRYSTAL

Weapon Crystals are set in the Legacy, allowing the transformation into different weapons depending on the type of Weapon Crystal. Note: Different Weapon Crystals can be obtained by defeating enemies with Legacies.

WEAPON FORMATS



SWORD – A balanced weapon that can inflict damage, yet allows you to move fast. Its Legacy Drive takes the form of flame (Fire Blast). A default weapon installed in EOE.



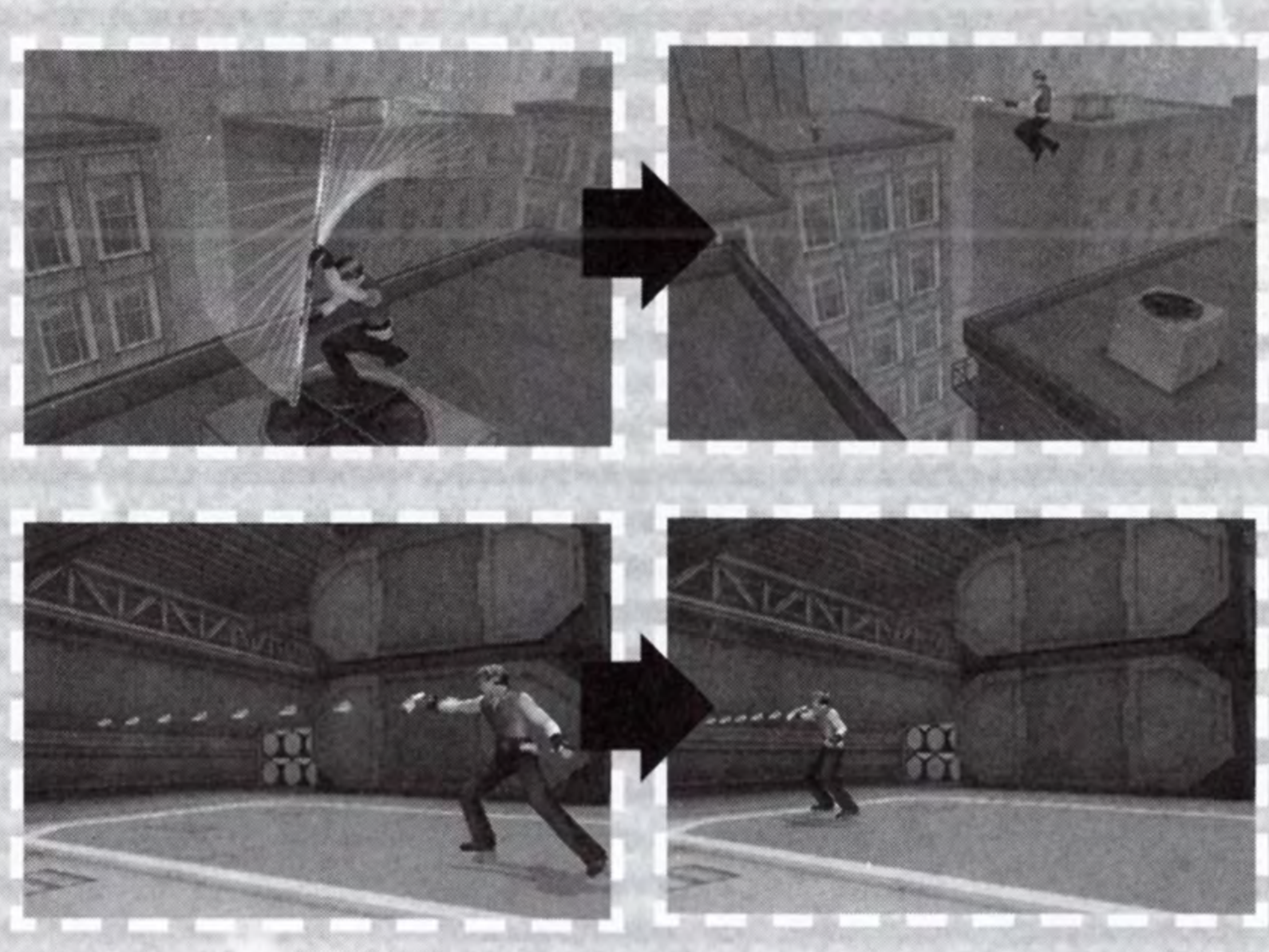
ROD – Used for bludgeoning. Has a longer attack range than the sword. Its Legacy Drive takes the form of lightning (Lightning Rain). A default weapon installed in EOE.

KATAR – A weapon with very sharp blades that you carry in each hand. Its Legacy Drive takes the form of water (Aqua Bridge).

SNAKE SWORD – A weapon with jointed blades that can telescope out. Its Legacy Drive stops time (Chronos Shift).

and MORE ...

LEGACY ACTIONS



Press the △ button when a weapon is equipped to execute a move that makes use of the weapon's physical attribute.

By using the Rod like a pole vault, you can jump much higher and farther.

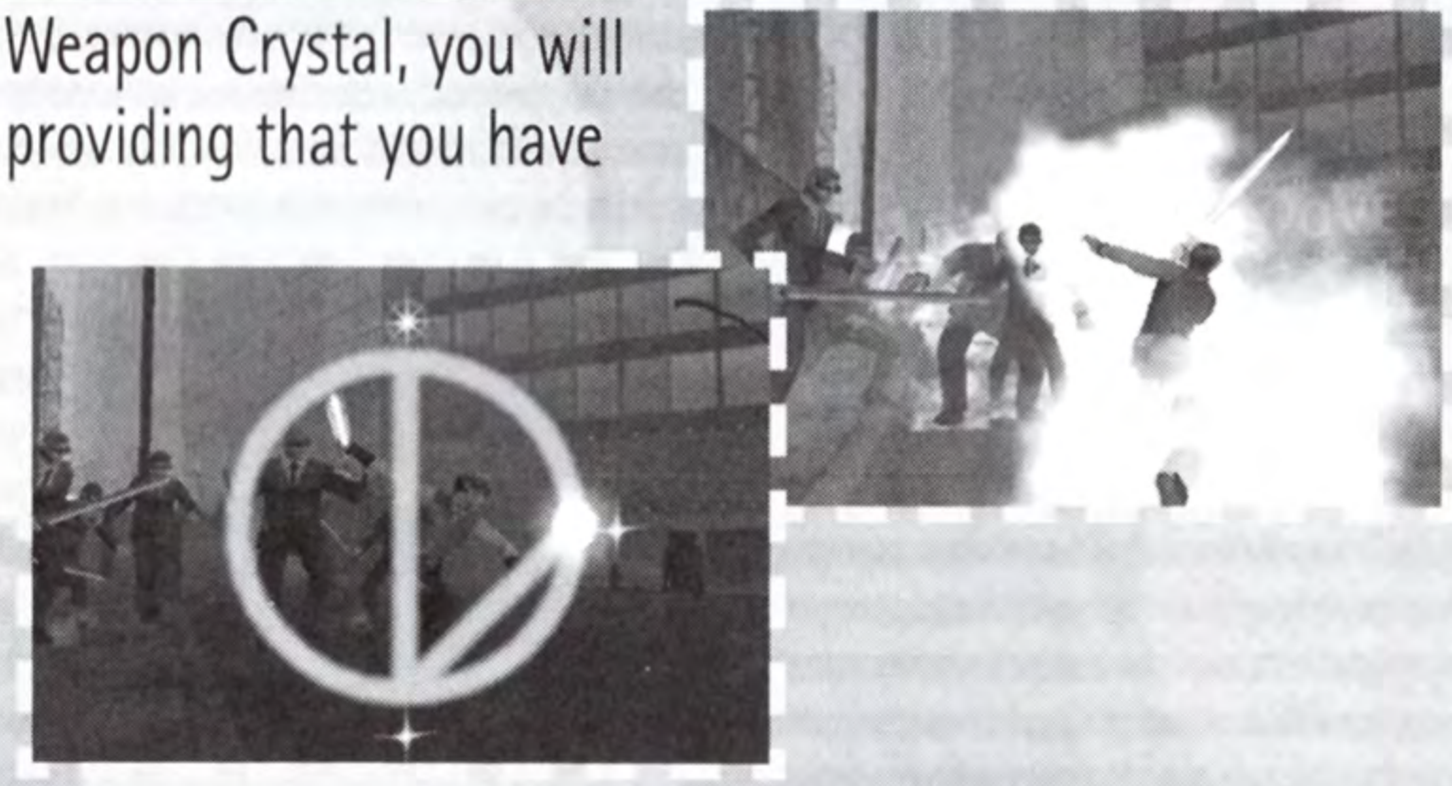
The Snake Sword can shoot out its blades to extend the attack distance. You can use this attribute to anchor the tip of the sword to a wall. When the blade constricts, you can pull yourself toward the wall. The same action is possible while jumping.

LEY SEEDS

The Legacy Drive of a weapon can only be executed when two Ley Seeds (blue and red) are set on each Weapon Crystal.

LEGACY DRIVE

If you have two Ley Seeds set on a Weapon Crystal, you will be able to execute its Legacy Drive providing that you have enough Legacy Drive energy on your Legacy Drive meter.



Push down the R3 button once to initiate the first phase of the Legacy Drive execution. You will then see a Legacy Drive signature drawn on the screen.
With your right analog stick, trace the signature inside the circle in the order in which it was drawn. The Legacy Drive is executed once the signature has been traced correctly.

Note: The Legacy Drive signature and effect differ depending on the weapon equipped.

WEAPON SWITCH COMBO

While pressing the ⊗ or ◎ button to attack enemies, you can change weapons by pressing the L1 or R1 button to execute Weapon Switch Combo attacks.

LEY SEEDS

Ley Seeds are sometimes found where energy overflows from intersections of Ley Lines.

LEY LINE

Ley Lines are streams of Chi that circulate all over Earth. The areas where multiple Ley Lines intersect pour out energy. This overflow of energy can only be seen by wielders of advanced Legacies. You can replenish your health and Legacy Drive energy by coming in contact with a Ley Line. A single Ley Line will provide an infinite amount of energy.

LEY SEED

Ley Seeds are matter materialized from an overflow in the intersection of Ley Lines. This is the Legacy Drive's power source. Two Ley Seeds (blue and red) are required to activate the Legacy Drive of each Weapon Crystal.

Note: Once Ley Seeds are set on a Weapon Crystal they cannot be removed.

BUTTON TIMER SEQUENCES

During the game, events (movies) will occur that require you to press buttons to avoid potential damage. If you manage to press the button indicated on screen within the required time, you will avoid damage. If you fail to press the correct button or miss the timing, you will receive damage. Button Timer Sequences cannot be skipped, but you will not die from any damage you receive.

OK: You don't receive any damage.

MISS: You receive some damage.

LEGACY NAVIGATION MESSAGES

During the game, Eliel will talk to you to help you navigate. Her transmissions are called LEGACY NAVIGATION MESSAGES. Eliel will guide you through the game with useful information. Legacy navigation messages can be turned ON/OFF from the OPTIONS MENU.

ITEMS

You obtain items by defeating enemies or breaking boxes.

ENERGY CRYSTAL

Replenishes Josh's health.

VITALITY CRYSTAL

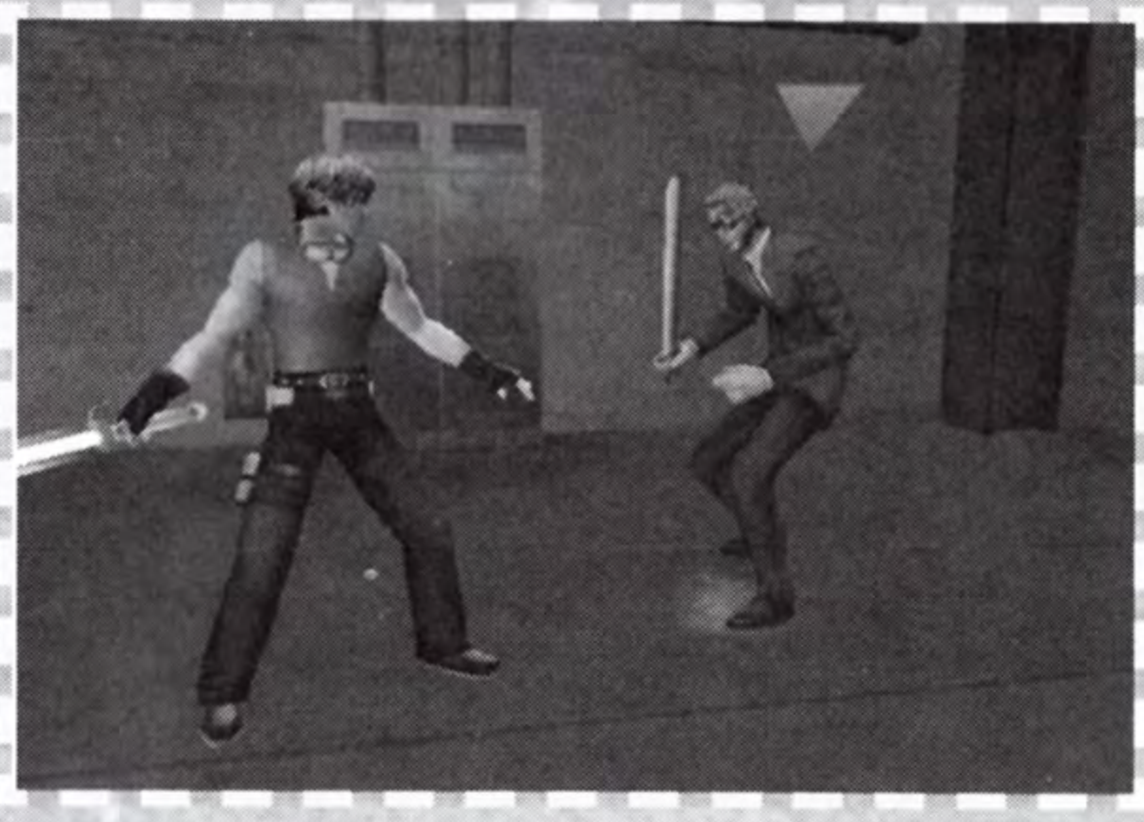
Replenishes Legacy Drive energy.

PDA DATA MODULE

The Personal Digital Assistant, a portable information terminal that is distributed and worn by members of Wisdom. The PDA Data Module is an information storage media that is inserted into a PDA. When you pick up a data module, access its contents via the DATA MENU in the PDA MENU.

IMPORTANT ITEMS

During the game, you'll encounter certain places that require an important item such as a key to get through a locked door. You must obtain these items from enemies. Enemies holding important items have a red mark above their head.



WISE WORDS

LISTEN TO WHAT ELIEL SAYS!

She may talk too much but in fact, she is just trying to help you. Her Legacy navigation messages provide vital clues that may help you get through the game.

USE THE WEAPON SWITCH COMBO EFFECTIVELY!

It's simple! Just press the L1 or R1 button while attacking enemies to execute a Weapon Switch Combo. This attack usually inflicts much more damage on enemies compared to the ordinary combo attacks. This technique will prove invaluable as you progress through the game.

CHECK YOUR SURROUNDINGS IN 1ST PERSON VIEW!

"I'm stuck. I can't get anywhere!" At a time like this, try checking around Josh with 1st person view. You might find a clue in unexpected areas.

USE LEGACY ACTIONS. EVEN COMBINE THEM!

"It's too high (or too far) to reach!" Use the Legacy Actions of the Rod and Snake Sword. These weapons may help you reach your destination. Also, a time may come when you may need to combine these two Legacy Actions.

PICK UP EVERY PDA!

PDA Data Modules that enemies drop contain vital information. At times, you may discover hints on making progress within the game.

SINK OR SWIM! BE COURAGEOUS!

"I can't reach the other side. I might fall off and die." Don't be afraid to take risks! With enough courage, you may reach an area even when you didn't think it was possible.

USE YOUR BARE HANDS AS A SAFETY NET!

"Oh no! I'm gonna fall down!" At a time like this, switch to your bare hands. Josh may be able to grab onto something and avoid danger.

CREDITS

YUKE'S

Executive Producer — Yuke Taniguchi
Executive Development Director — Yoshio Togiya

GAME DESIGN

Original Scenario — Kenji Nakamura
Lead Game Designer — Kenji Takasaki
Game Designers — The members of EOE Development Team

PROGRAMMING

Senior Software Engineer — Tatsuhiko Sugimoto
Lead Software Engineer — Hiroshi Nakagawa
Software Engineers — Daishi Sekimoto, Yasuhiro Ikeno
3D Engine Engineer — Hiroki Ueno

ART

Lead Modeler — Makoto Yamamoto
Modelers — Kyohei Hosomi, Chiyo Amari, Taichi Higashino, Yuki Asano, Eiji Senke, Taku Mito, Takeshi Inoue, Katsushi Baba, Naomi Nakayoshi
Lead Animators — Yoshihiro Tamura, Masataka Yamada
3D Animator — Rei Orita
2D & Menu Designer — Katsushi Baba
Original Character Designers — Yasuhiro Tsukahara, Chiyo Amari
Motion Capture Actor — Masato Higashino

SOUND

Sound Works — Masaya Imoto

QUALITY ASSURANCE

QA Manager — Masaki Izuoka
QA Engineers — Takayuki Kirino, Isamu Kato, Yuuki Kobayashi, Yoshimi Matsue
Technical Support — Syuji Matsudaira, Norihiro Miyata

SPECIAL THANKS

Masahiro Nakatani
Tsuyoshi Inoue
Masahiro Kobayashi
Takumi Kon
Shinya Masuda
Shunsuke Katsumata
Hiroyuki Ando (MOMO Inc.)_
Kousaku Ogawa (Team GrisGris/MOMO Inc)
Mao Hamamoto (Team GrisGris/MOMO Inc)
naji (MOMO Inc.)
Hideki Tanaka (MOMO Inc.)
kaizokuya (MOMO Inc.)
Hiroshi Hirokawa (STUDIO DYNAMO)
Hiroki Minami (STUDIO DYNAMO)
Takayuki Nakayama
(Action Team PRO FIGHTER)
MOMO Inc.
STUDIO DYNAMO
All EIDOS staff
for their loyal dedication and great support!

RECORDING

Screenmusic Studios
Voice Acting Director — Kris Zimmerman
Voice Actors/Actresses — Cam Clarke, Kim Mai Guest, Peter Renaday, Paul Eiding, Kevin Richardson, Brian Tochi, Jennifer Hale

TRANSLATION

WordBox Inc.
Jeremy Blaustein

EIDOS INTERACTIVE U.S.

VP of Development — John Miller
Producer — Clayton Palma
Product Manager — Kevin Gill
PR Manager — Michelle Seebach
QA Manager — Brian King
QA Assistant Manager — Colby McCracken
QA Lead Technician — Beau Teora

QA Technicians	Dan Franklin
	Fernando Robles
	Erik Kennedy
	Jesse Andrews
	Andy Tully
	Nicholas Wilson
	Henry Perez
Manual Design	Hanshaw Ink & Image
Marketing Director	Sean Amann
Senior Product Manager	Kevin Gill
PR Manager	Michelle Seebach
PR Specialist	Kjell Vistad
PR Coordinator	Denny Chiu
Special Thanks	Tom Marx
	Mike Schmitt
	Mike Orenich
	Paul Baldwin
	Matt Gorman
	Renee Pletka
	Matt Knoles
	Randy Stukes
	Li Shen
	Kim Pendleton
	Chip Blundell
	Rob Fitzpatrick
	Rob Dyer
	Dennis, Kevin
	and Maria @ Vehicle-Sf

EIDOS INTERACTIVE JAPAN

Executive Producer	Toshiyuki Nagai
Product Manager	Johnny Murakami
Marketing Director	Haru Takahashi
Marketing Manager	Yukiko Fukushima
PR	Masashi Oba
QA Manager	Takashi Iwama
QA Engineers	Motoki Takei
	Hideyuki Yamazaki
	Yoshiaki Kasa
	Daisuke Takagawa
	Satoshi Furutani
	Pole To Win Co., Ltd
Special Thanks	Satoshi Honda
	Tak Morita
	Koji Yukita
	All Eidos Staff
Assistant Producer	Gaku Ohmiya
Producer	Taka Yamaguchi

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